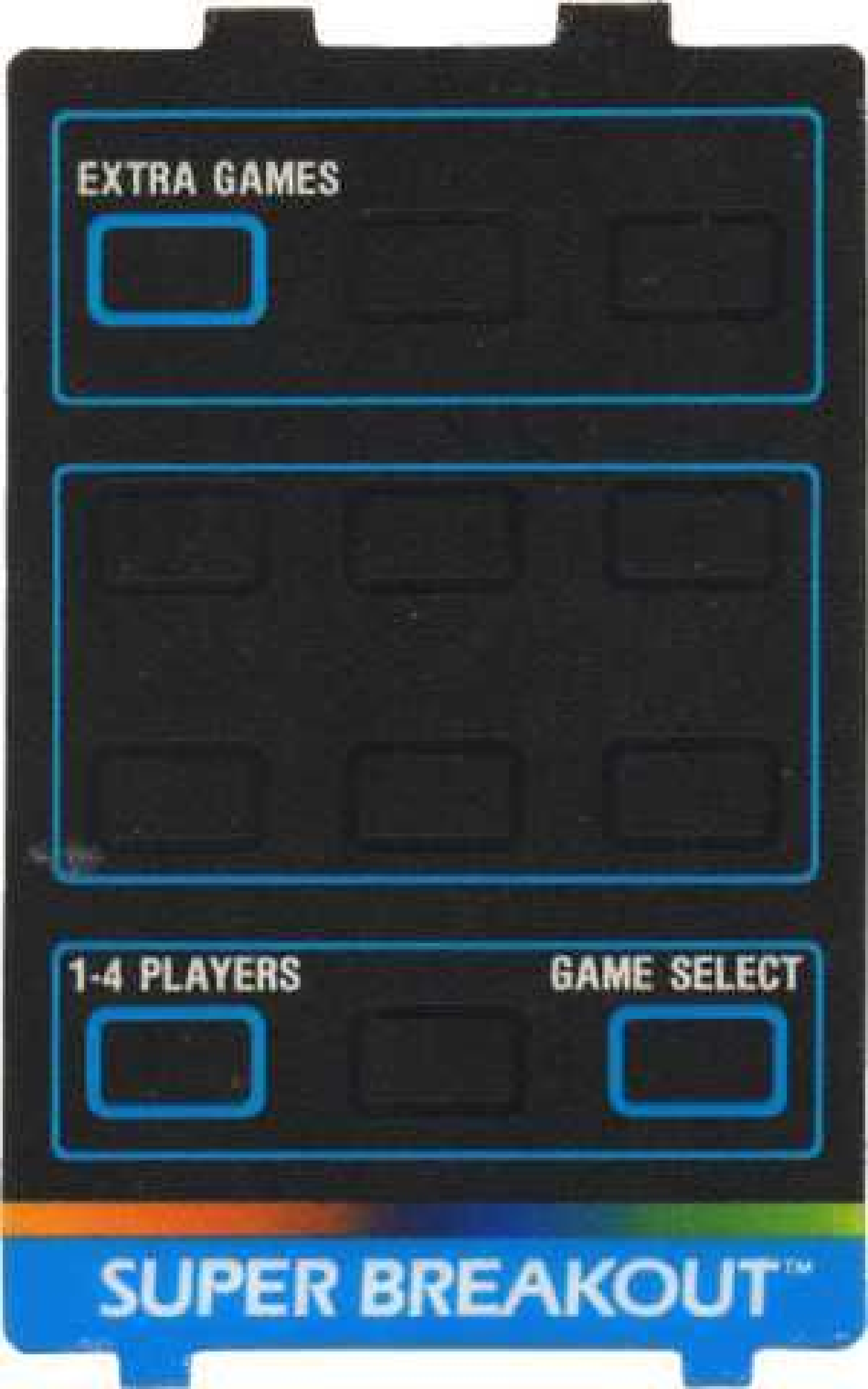
EXTRA GAMES
1-4 PLAYERS
GAME SELECT
SUPER BREAKOUT™

ATARI® 5200™

SUPER BREAKOUT™

Vimm's Lair

To insert your 5200™ game cartridge, hold the cartridge so the name on the label faces toward you and reads right-side-up. Then carefully insert the cartridge into the slot in the center of the console unit. Be sure the cartridge is firmly seated, but do not force it. The **POWER ON/OFF** switch is located on the bottom right side of the ATARI 5200. Press this switch to turn the power on **AFTER** inserting your game cartridge. ***See your Owner's Manual for further information.***

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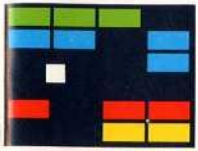

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Blast Through Space!

1. SUPER ASSIGNMENT

You're the pilot of a super-powered space shuttle and you're blazing a path through distant superclusters at incredible space-age speed. The uncharted planet Ieris is your destination. You know from preliminary briefing that Ieris is surrounded by a mysterious, colorful force field. Astronomers have photographed the iridescent force field with high-powered telescopic cameras. There is much conjecture on Earth as to what the wall of colors around Ieris might be, but no one is certain.

Your mission is to break up the force field. Your space ship is equipped with special hardware to help you complete this important assignment. As you smash out the bright-colored matter, sensors will analyze it, grade it and relay the results back to scientists on Earth. You, too, will see the scores.

Your computer signals that Ieris is dead ahead. A brilliant band of colors flashes into view. Wow! This is more startling and impressive than any of the photos you saw back on Earth. Your hands eagerly grip the controls as you prepare to blast through!

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2. GAME PLAY

SUPER BREAKOUT™ contains the following game variations:

- **BREAKOUT**
- **CAVITY**
- **DOUBLE**
- **PROGRESSIVE**

Each game may be played by one to four players. *For a detailed description of each game, check Section 6—**GAME VARIATIONS**.*

The object in all of the games is to keep the ball in play while scoring the highest possible number of points, or to score more points than your opponent.

Points are scored by hitting the ball into the rows of bricks. The bricks crumble and disappear, one at a time, when hit. The point value in all games is determined by brick color, as follows:

Gold = 1 point **Blue = 5 points**
Red = 3 points **Green = 7 points**

NOTE: Colors may vary slightly on different television sets.

In DOUBLE and CAVITY it is possible to score double or triple your normal point value when two or three balls are in play simultaneously *(see Section 6, **GAME VARIATIONS**)*. Players get five serves or turns in all games. The turn or ball number is displayed at the far, left side of the screen. ***Figure 1*** shows what a four-player BREAKOUT game looks like.

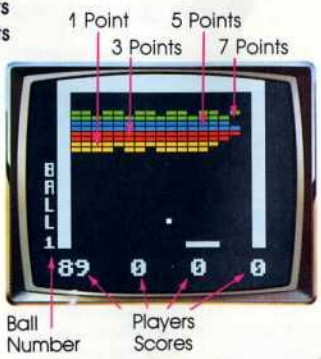

***Figure 1** - 4-Player BREAKOUT*

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Before each player's turn, the message: **PLAYER 1 UP** (or, **PLAYER 2 UP**, etc.) is displayed at the bottom of the screen. The message disappears when the serve button is pressed; then the score is activated for the player who is up.

Each turn ends when the ball is missed and disappears off the bottom of the screen. In games with two or three balls in play, a turn ends when the last ball is missed.

3. USING THE 5200™ CONTROLLERS

Figure 2 - 5200™ Controller

Use one, two, three, or four 5200 controllers with this ATARI® game cartridge. For one-player games plug the controller into controller jack 1 on your console.

KEYPAD OVERLAYS

For your convenience, two keypad overlays are included with this game. Slip the tabs into the slots above and below the keypad on your controller.

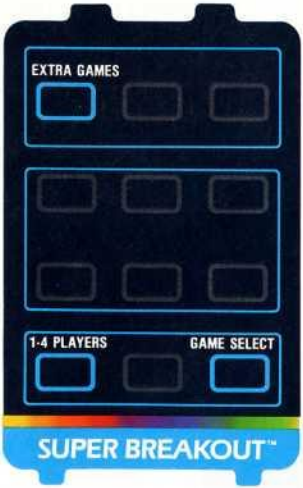

Figure 3 - Keypad Overlay

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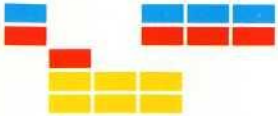

PLAYER SELECTION

Press the * key (or, on your overlay, the square marked **1 - 4 PLAYERS**) to cycle through 1 to 4 players. Stop at the number of players you want.

GAME SELECTION

Press the # key (or, on your overlay, the square marked **GAME SELECT**) to select the game of your choice. It will cycle through the game names in the following order: BREAKOUT, PROGRESSIVE, DOUBLE, CAVITY.

TO START GAME

Press the **START** key to begin game play.

TO SERVE BALL

Press either one of the bottom, red buttons on the front right and left sides of the controller to serve the ball (*see **Figure 2***). The top, red buttons on the front right and left sides of the controller do not function in this game.

RESET

Press the **RESET** key to return to the first option, which is one-player BREAKOUT.

SPECIAL OPTIONS

PAUSE

To suspend a turn in progress, press the **PAUSE** key. The ball will immediately freeze in its present position on the screen and the game will be in a temporary state of suspension. To continue play, press the **PAUSE** key again.

NOTE: The **PAUSE** feature can only be activated when a ball is in play.

EXTRA SERVES

If you wish to extend your current game, you may do so by acquiring five new balls. To receive five extra serves, press the number 1 key (or, on your overlay, the square marked **EXTRA GAMES**) before the fifth ball is served in a one-player game. In a multiple-player game, this must be done before player 1 serves the fifth ball. Each player will then receive five new serves.

When this feature is activated, a solid square appears on the screen below the ball or serve number, *as shown in* ***Figure 4***.

NOTE: The 5-extra-serves option can only be used once per game.

Extra Serve Indicator

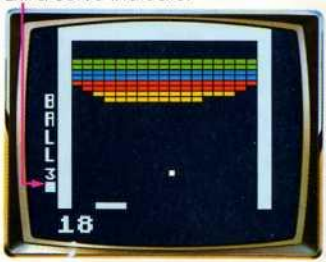

Figure 4 - *Extra Serves*

4. TRAK-BALL™ OPTION (Future Accessory)

This SUPER BREAKOUT cartridge offers a TRAK-BALL option. A TRAK-BALL may be purchased separately. To play any of the game variations with a TRAK-BALL, plug the TRAK-BALL into the far, left (number 1) controller jack on your console. *To select the number of players and game, follow the instructions in Section 3,* ***USING THE 5200™ CONTROLLERS.*** You do not need a separate TRAK-BALL for each player. Simply pass the TRAK-BALL from player to player as each turn comes up.

NOTE: You can use only a TRAK-BALL or a 5200 controller in any one game. If you switch from one type of controller to the other mid-game, plug in the new controller and press **START**. You will restart the game you last played. To serve the ball, press the fire button on your TRAK-BALL. *See your TRAK-BALL Owner's Manual for details.*

5. PADDLE ACTION

After serving the ball, to make contact and keep the ball in play, push your joystick or TRAK-BALL right or left. This will move your paddle horizontally back and forth across the bottom of the screen.

The angle of the ball as it rebounds off the paddle depends on which part of the paddle it hits. The paddle is divided into four sections. For the first through fourth hits, the ball will bounce off the paddle *as*

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shown in ***Figure 5-A***. After the fifth hit, the ball will deflect *as shown in* ***Figure 5-B***. At this time, the ball will appear to speed up slightly. ***Figure 5-C*** shows how the ball reacts after the ninth hit. After the thirteenth hit, the ball will speed up again and bounce *as shown in* ***Figure 5-D***. The ball will also speed up after hitting any blue or green bricks (last four rows).

Whenever you break through the last row of bricks and the ball makes contact with the boundary at the top of the play-field, the paddle is reduced to half its original size. The paddle returns to normal size when a new turn begins.

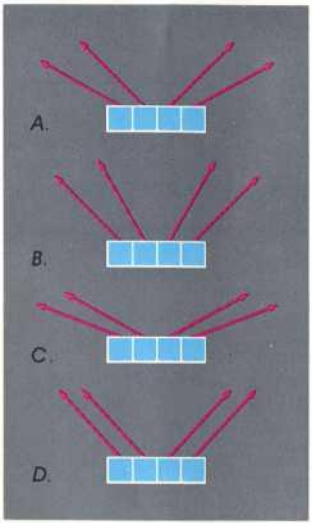
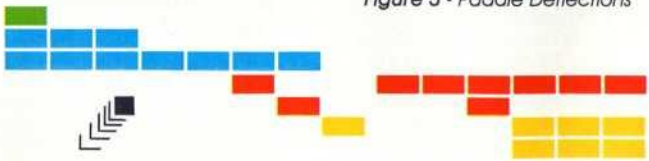


Figure 5 - Paddle Deflections



6. GAME VARIATIONS

There are four separate games contained in this SUPER BREAKOUT™ game cartridge. *The rating system and score breakdown are explained in Section 7,* ***RATING YOUR SCORE.***

BREAKOUT

Each player has his own wall of bricks and corresponding score, which are displayed on the screen during that player's

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three balls are kept in play, bricks are worth triple their normal amount.

If any one of the three balls is missed, the scoring returns to double points. If the second ball is missed and only one ball remains on the playfield, the point value of the bricks returns to normal.

The wall of bricks will reset two additional times, making a maximum score possibility of approximately 3500 points.

7. RATING YOUR SCORE

At the conclusion of each game a "rating" is alternately displayed on the screen in the same position as your total score. In multiple-player games, the ratings are alternately displayed with each player's total score.

The following chart gives a point breakdown of the various ratings:

RATING CHART

	BREAKOUT	PROGRESSIVE	DOUBLE	CAVITY
OOPS	0-99	0-199	0-199	0-199
FAIR	100-199	200-399	200-399	200-399
GOOD	200-599	400-799	400-599	400-799
ACE	600-999	800-1399	600-999	800-1199
PRO	1000-1599	1400-2199	1000-1399	1200-1799
STAR	1600-2499	2200-3199	1400-1999	1800-2399
WOW!	2500-3599	3200-4399	2000-2599	2400-2699
BEST	3600 and above	4400 and above	2600 to 2688 max.	2700 and above

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8. HELPFUL HINTS

When playing any of the SUPER BREAKOUT games, your best bet is to work your way out through the right or left corner of the playfield. The corners seem to be the easiest points at which to establish a "groove".

Be prepared for the ball to return at a faster speed when it hits the bricks in the last four rows (or the upper rows of bricks in PROGRESSIVE). You can miss a lot of shots simply by not being prepared.

Don't panic when the ball reaches the top boundary of the playfield and your paddle reduces to half its original size. All it takes to keep the ball in play at this point is a little more concentration, and a finer touch on the controller. In time you'll have no trouble at all keeping the ball in play when your paddle is reduced in size.

Groove!
Don't Panic!
Anticipate!

Learn to anticipate where the ball is going to be. Anticipation can be a key factor, particularly when the ball bounces off one of the side boundaries near the bottom of the playfield. When the ball is traveling at high speed, you won't always have time to react and move your paddle to the right position. Your paddle will have to be in the correct position in advance.

9. YOUR BEST GAME SCORES

Name:	Date:	Score:

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ATARI® SUPER BREAKOUT

A Warner Communications Company

ATARI, INC., Consumer Division
P.O. Box 427, Sunnyvale, CA 94086

C018281-03 REV. 1

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